

Paul J. Picazo

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Summary: Software engineer with solid core programming skills and excellent problem solving abilities. Able to think outside the box. Communicates well at all levels. Adaptable, flexible and enjoys challenges. Reliable and accountable.

Objective: Obtain an entry level software engineering / programming position

Skills: *Programming Languages* – C, C++, C#, PHP ([Zend Certified Engineer](#)), VB.NET, HTML
Software – Microsoft Visual Studio, Microsoft Office, Apache
Operating Systems – UNIX, Linux, Windows
Data Technologies – XML, SQL, MySQL

Education: **Bachelor of Science in Computer Science, May 2008**
Embry-Riddle Aeronautical University, Prescott, AZ

Software Engineering	Human-Computer Interfaces
Advanced Object Oriented Concepts	Microprocessor Systems
Data Structures	Computer Architecture
Analysis of Algorithms	Organization of Programming Lang.
Net-Centric Computing	Database Systems
Operating Systems	Artificial Intelligence

Projects: **Team Software Project, December 2008 to May 2008** – Served as system designer and lead programmer in a three-person team. Developed remotely piloted vehicle telemetry system. Sensor and position parameters gathered on ARM processor based remote vehicle wirelessly sent to base station dashboard display. Parameter transmission refresh rates dynamic as requested by base station controller. Embedded development done in C and base station development done in C#.

Software Engineering Project, August 2007 to December 2007 – Developed requirements for an air traffic control information display system. System to be used by air traffic control students to pull up supplementary information including: weather, hotboard, emergency procedures, sector / airport information and charts. System also allows two-way messaging between controllers and supervisors. Applied UML in developing use cases and associated diagrams.

Files & Databases Systems, November 2005 - Designed and developed a multiuser blogging system. Scripts written in object oriented PHP from the ground up. MySQL relational database designed using methodology learned in course.

Computer Science II, January 2005 – Constructed simple 2 dimensional artillery game using OpenGL's Utility Toolkit (GLUT).

Experience: **Programmer, May 2005 to August 2005**
ICONIX, Inc, Mountain View, California

- Aided development of internal website.